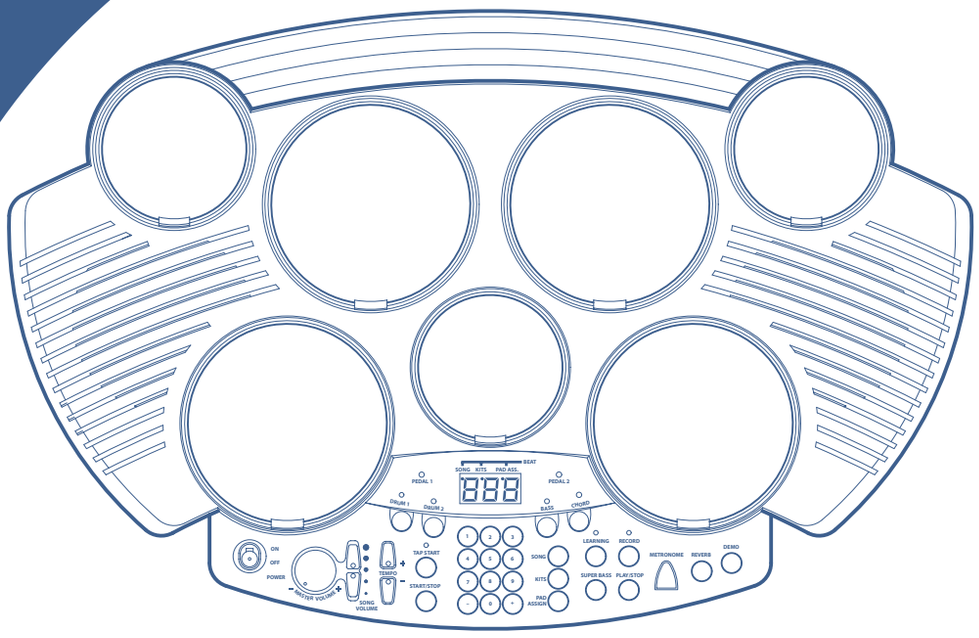
SIMMONS®

SDMK4
DIGITAL DRUM PADS
USER'S MANUAL



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FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

    - Reorient or relocate the receiving antenna.
    - Increase the separation between the equipment and receiver.
    - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
    - Consult the dealer or an experienced radio/TV technician for help.

One (1) Year Limited Warranty

Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for one (1) years to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons® products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

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WELCOME AND CONGRATULATIONS!

... on your purchase of the Simmons SDMK4 Digital Drum Pads. To get the most enjoyment, we recommend that you review this manual at least once, then refer back to it often to learn more about specific functions.

Taking Care of Your Digital Drum Pads

Location

- To avoid deformation, discoloration, or more serious damage, do not expose the unit to direct sunlight, high temperature sources, or excessive humidity.

Power Supply

- Turn the power switch off when the SDMK4 is not in use.
- The AC adapter should be unplugged from the AC outlet if the SDMK4 will not be used for an extended period of time.
- Avoid plugging the AC adapter into an AC outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters since these can reduce sound quality, cause operation errors, and result in possible damage.
- To avoid damage, turn off the SDMK4's power switch and all related devices prior to connecting or disconnecting cables.

Handling and Transport

- Never apply excessive force to any parts.
- Unplug cables by gripping plugs firmly. Do not pull on cables.
- Serious damage can occur by dropping or bumping

Cleaning

- Clean with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.

Electrical Interference

- The SDMK4 contains electronic circuitry that may cause interference if placed too close to radio or television receivers. If this occurs, move the SDMK4 further away from the affected equipment.

Service and Modification

- There are no user serviceable parts in the SDMK4.
- Do not attempt to open the SDMK4 or make any changes to circuits or parts. This will void the warranty.

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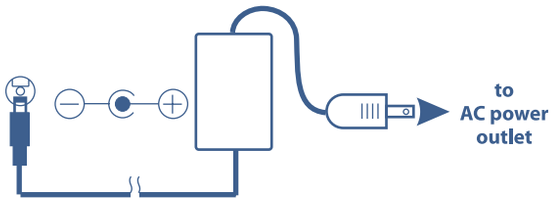
SETTING UP

POWER SUPPLY

Your SDMK4 will run on batteries or from the included power adapter.

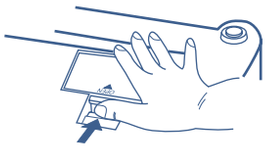
Using an AC Adapter

Connect the power adapter to the DC IN jack located on the rear panel of the unit, and plug the AC power adapter into an AC power outlet. Do not use adapters other than the one specified. The technical specification of the adapter is 9V DC output, 800mA, center positive type.

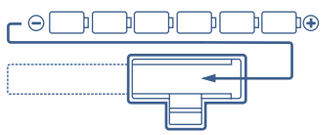


Using Batteries

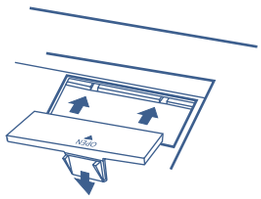
1 Open the battery compartment cover on the underside of the unit.



2 Insert six "C" size batteries. When inserting the batteries, be careful to follow the polarity markings.



3 Close the battery compartment.



NOTES Power will be automatically drawn from the AC adapter if an optional AC adapter is connected while batteries are installed in the instrument.

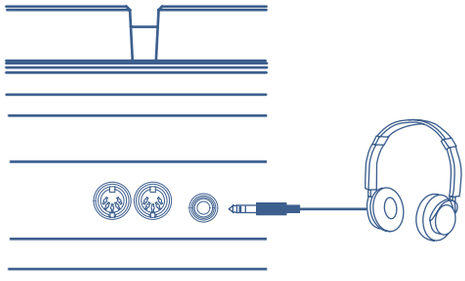
CAUTION: It is recommended that you replace worn batteries as soon as possible. When battery voltage drops, the display will dim and/or the sound will become distorted. When this occurs, replace the batteries with a complete set of six new batteries of the same type.

NEVER mix old and new batteries, different types of batteries (alkaline, magnesium, etc.), batteries by different makers, or batteries from the same maker but of different types. Misuse may cause the instrument to become hot, resulting in fire, or battery leakage. Also, to prevent damage due to battery leakage, remove all the batteries from the instrument when it is not to be used for an extended period of time. Batteries left in an unused instrument will also loose their power over time.

USING HEADPHONES

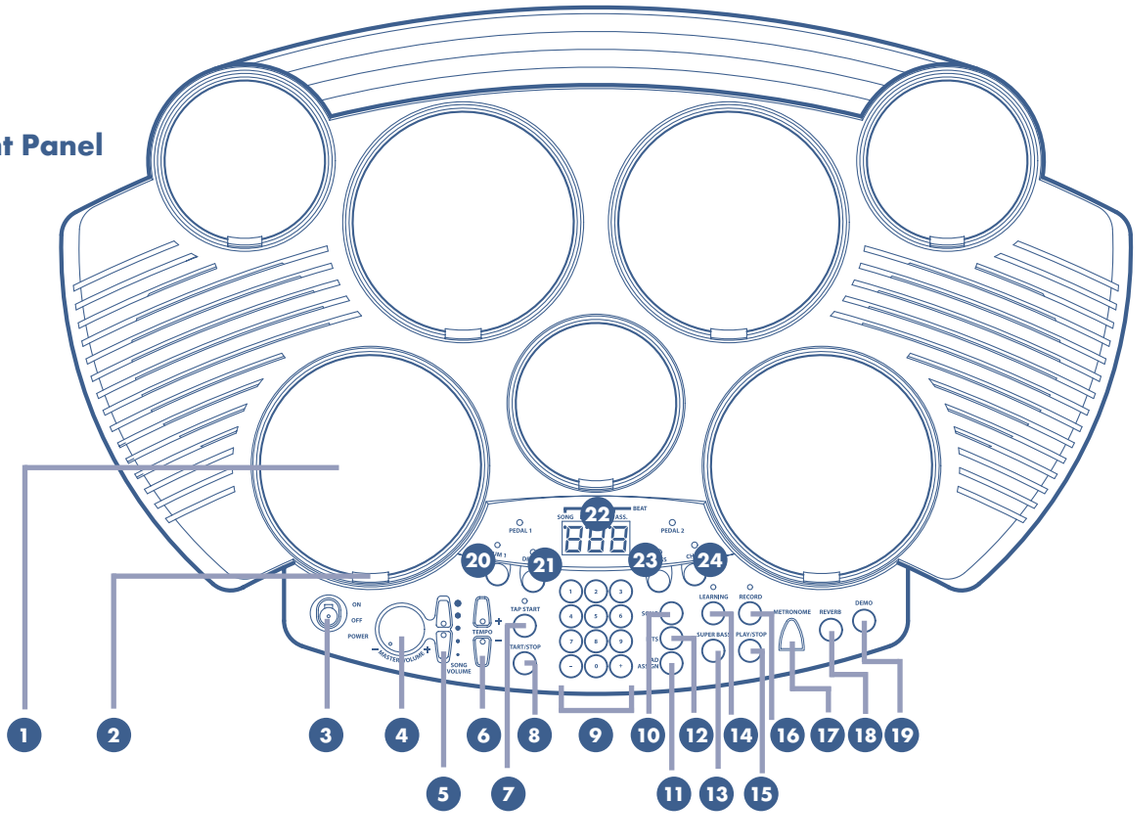
An optional set of stereo headphones can be connected to the Phone/Output jack located on the rear panel. When headphones are plugged into the jack, the internal speakers will switch off automatically, perfect for private practice or late night playing. If you want to use an external sound system, the Headphone Jack can also be used to connect the digital drum to a stereo system or mixing console.

* Turn all equipment off before making any connections.

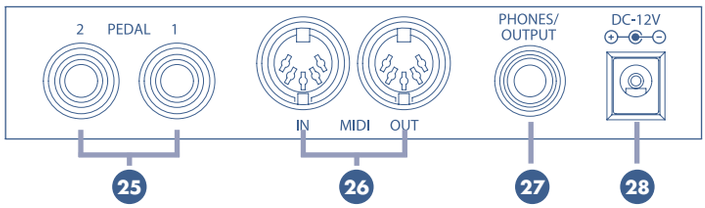


PANELS AND PEDALS

Front Panel



Rear Panel



Front Panel

1. Drum Pads (x7)
2. Drum Pad Indicator
3. Power On/Off
4. Master Volume
5. Song Volume
6. Tempo
7. Tap Start
8. Start/Stop
9. Number Keys
10. Song
11. Pad Assign
12. Kits
13. Super Bass
14. Learning
15. Play/Stop
16. Record
17. Metronome
18. Reverb
19. Demo
20. Drum 1
21. Drum 2
22. Display
23. Bass
24. Chord

Rear Panel

25. Pedal 1 & 2 Jacks
26. MIDI In/MIDI Out Terminals
27. Phones/Output Jack
28. DC IN 12V (AC Adapter) Jack

CONNECTING THE FOOT PEDALS

The supplied foot pedals can be connected to the unit to simulate a hi-hat or bass drum pedal. They can also be assigned to play other voices as well.

NOTE: Do not press any of the pedals when connecting them to the unit or while turning on power. Pedal function may be reversed if they are connected in this manner.

PLAYING THE DEMO SONG

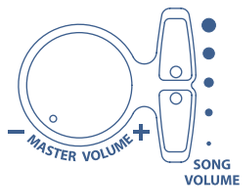
Turn the [POWER] switch on.
The LED display will light up.

STARTING THE DEMO SONG

Press the [DEMO] button, the demo song will start and the Learning indicator will light up. (The demo song starts in learning mode.) The drum pad indicators will flash as they follow the rhythm.

Master Volume
The overall volume level of the instrument is controlled by a [MASTER VOLUME] knob.

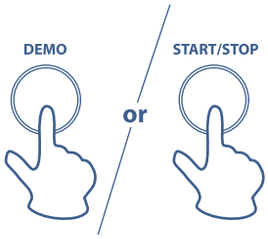
Song Volume
The song's volume level is controlled by two [SONG VOLUME] buttons.



The [SONG VOLUME] buttons adjust the balance between the song accompaniment (in this case "Demo") and your own performance on the pads. Press the top [SONG VOLUME] button to increase the song volume by one level. Press the bottom [SONG VOLUME] button to decrease the song volume by one level. Holding down either button increases or decreases song volume level rapidly.

STOPPING THE DEMO SONG

To stop playback, press the [DEMO] button again or the [START/STOP] button.

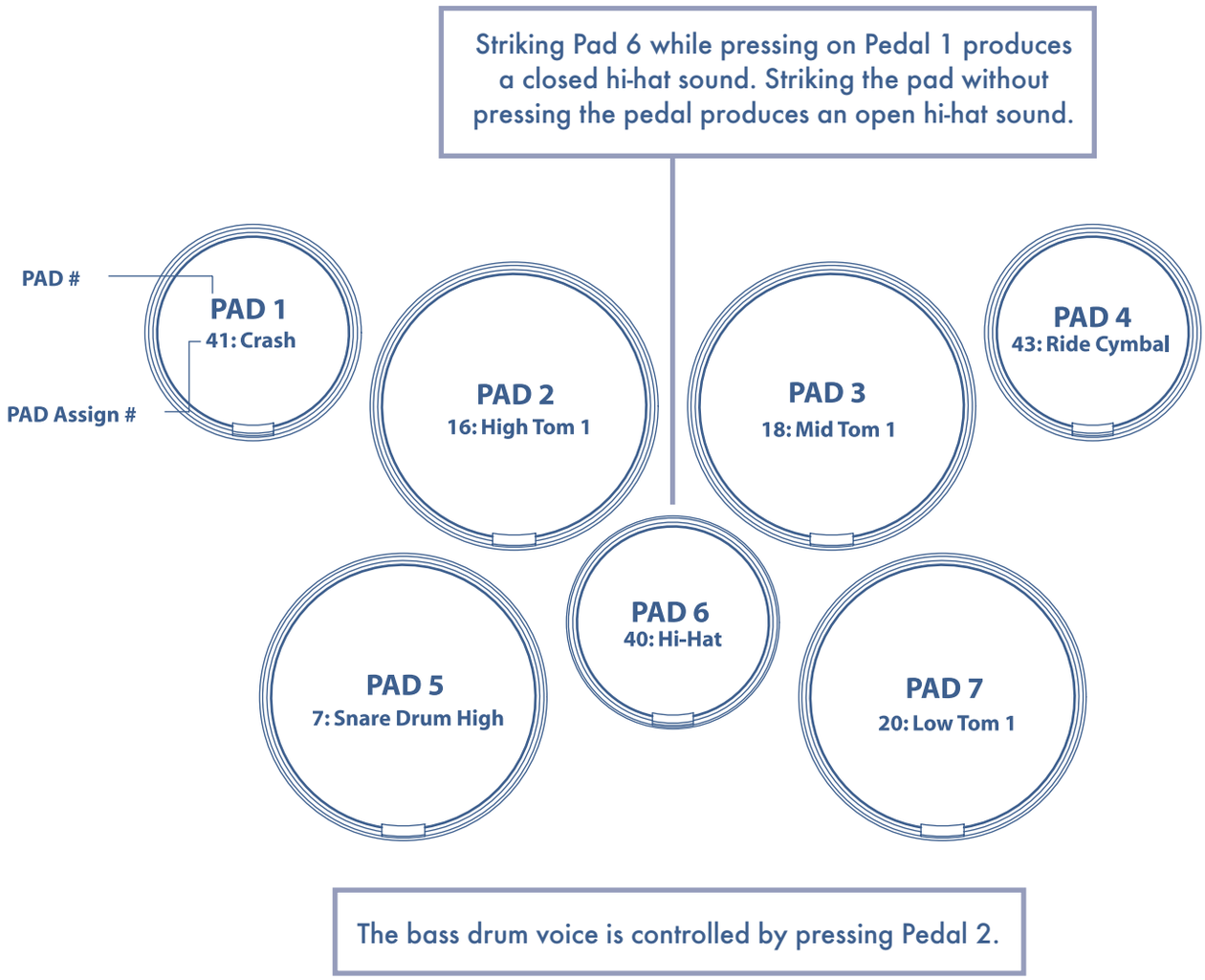


PLAYING THE PADS/PEDALS

Striking the pads at different velocities will result in relatively louder or softer sounds. Loudness also varies depending on where you strike the pad.

PAD NAMES

Drum Kit 001 Standard 1


Striking Pad 6 while pressing on Pedal 1 produces a closed hi-hat sound. Striking the pad without pressing the pedal produces an open hi-hat sound.
PAD #
PAD Assign #
PAD 1
41: Crash
PAD 2
16: High Tom 1
PAD 3
18: Mid Tom 1
PAD 4
43: Ride Cymbal
PAD 5
7: Snare Drum High
PAD 6
40: Hi-Hat
PAD 7
20: Low Tom 1
The bass drum voice is controlled by pressing Pedal 2.

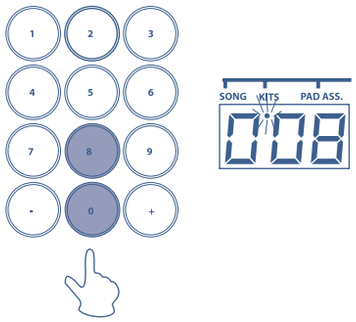
ASSIGNING A DRUM KIT

The SDMK4 allows you to choose from 20 different Drum Kits plus one custom kit quickly and easily. (See Drum Kit List on page 15.)

Press the [KITS] button
Press the [KITS] button. The selected Drum Kit will appear on the display.
NOTE: You will be unable to select Drum Kits when you are in learning mode.

Select a Drum Kit Number
You can select a Drum Kit by pressing the number keys, for example, when you want to select Drum Kit 08, press "0" and "8." "08" will then appear on the display.

NOTE: Drum Kit number 01 is normally selected when the "KITS" function is first turned on.



ASSIGNING A VOICE

The SDMK4 has a total of 76 high quality percussion sounds that can be assigned to each of the 7 drum pads and 2 foot pedals. (See Drum Voice List on page14.) Try assigning different voices to the "CU" Custom Drum Kit.

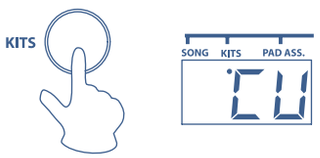
NOTE: Any change made to one of the preset drum kits will automatically be saved in the "CU" Custom Drum Kit.

Press the [PAD ASSIGN] Button
Press the [PAD ASSIGN] button. The PAD ASSIGN indicator will appear on the display. The indicator light below PAD 1 will light up. PAD 1 is now assigned.

Select a Pad/Pedal
Strike the Drum Pad or press the pedal that you want to assign. The indicator will light up and the display will show the current voice number.

Select a Voice
You can rotate through various voices by repeatedly striking the pad, repeatedly pressing the pedal, or by pressing the number keys until you reach the desired voice. Enter the voice number by pressing the number keys shown on the Drum Voice List on page 16.

Press the [KITS] Button
"CU" (Custom Kit) will appear on the display and the drum kit indicator will light up.



Play the Pads and Pedals
Now your custom drum kit is ready to be played. Repeat if you want to assign another drum pad or pedal.

NOTE: Your "CU" Drum Kit will be preserved even when you turn off power. To recall the "CU" Drum Kit, press the [KITS] button to enter the "Kits" mode, then press the [–] or [+] buttons on the numeric keypad until "CU" is displayed.

METRONOME ON/OFF

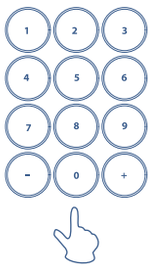
The SDMK4's metronome feature improves your timing and makes it easier to follow the tempo. To hear the metronome vocally count off, press the [METRONOME] button once. To hear the "click" sound, press the [METRONOME] button twice. To turn the metronome off, press the button again. Press [TEMPO +] or [TEMPO –] to adjust the tempo speed. Press the [SONG VOLUME] buttons to adjust the volume level.

PLAYING A SONG

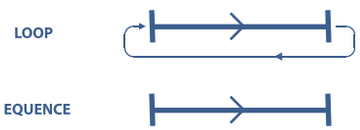
SELECTING A SONG

Press the [SONG] Button
Its LED indicator will light, and the currently selected song number will appear in the display.

Choose a Song
Press the [+] or [–] buttons on the keypad to scroll to the desired song number. You can also select a song by entering its number using the number keys. (See Song List on page 16.)
NOTE: Song number "00" is automatically selected whenever the power is turned on.



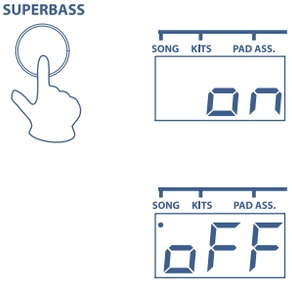
Press the [START/STOP] Button
After a count-in, the song will play. As the song is playing, the song's current measure will be shown in the display. Try playing along using the pads and pedals. To stop playback, press the [START/STOP] button again.
NOTE: You can also use the Tap Start function to start songs (see page10). There are two types of songs: loop & sequence. Loop type songs (00-79) will continuously play from the time the [START/STOP] button is initially pressed until the button is pressed again. Sequence type songs (80-99) will automatically stop when the song reaches its end. (See Song List on page 16.)



SUPER BASS

The Super Bass option creates a more powerful bass, and is turned on automatically when the SDMK4 is powered up.

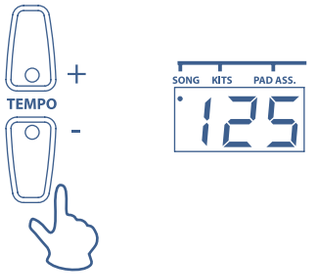
To turn off Super Bass, press the [SUPER BASS] button.
To turn it back on, press the [SUPER BASS] button again.



ADJUSTING THE TEMPO

The song tempo can be set anywhere from 40 to 240 beats per minute.

Set the Tempo
Use the [TEMPO +] or [TEMPO –] to increase or decrease tempo speed.



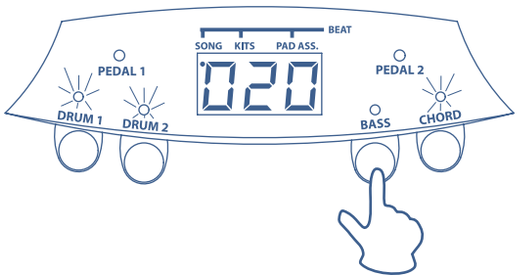
NOTE: If you select another song, your tempo speed will carry over to the new song. To return to the default tempo press and hold both the [TEMPO +] and [TEMPO –] buttons.

TRACK ON/OFF

The SDMK4's song accompaniment feature consists of 4 tracks: DRUM 1, DRUM 2, BASS, and CHORD tracks.

DRUM 1	Main Drum track
DRUM 2	Main Percussion track
BASS	Bass track
CHORD	Main Chord track

Pressing a Track button ([DRUM 1], [DRUM 2], [BASS], [CHORD]) will mute the corresponding track and its indicator light will turn off. Muting DRUM 1 and DRUM 2 allows you to practice your technique in Karaoke mode.



TAP START

The Tap Start function allows you to use the pads to set the overall tempo as well as start the accompaniment.

Press the [TAP START] button and the light will turn on.

Strike any pad or press any pedal four times and the accompaniment will start at the desired tempo. When the song begins playback, the Tap Start indicator will turn off.

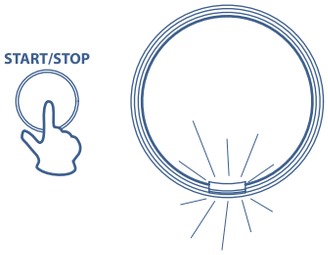
To stop playback, press the [START/STOP] button.

LEARN

The SDMK4's learning feature allows beginners to easily learn a song from the Song List. (See page 16.)

While in song mode, choose a song from the Song List, then press the [LEARNING] button. The [LEARNING] button indicator will light up.
NOTE: When you are in learning mode, the [KITS] and [PAD ASSIGN] buttons will not respond.

Press the [START/STOP] button. The lights below the drum pads (and on pedal indicators) will start flashing. Strike the pads or press the pedals in time with the flashing lights.
NOTE: While playing the song, you can turn the learning mode "on" and "off" by pressing the [LEARNING] button.



RECORDING

The SDMK4's recording feature allows you to record and playback a song with up to 1000-notes.

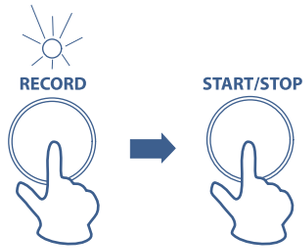
Recorded Data
Drum pad and pedal data
Song data (The number cannot be changed while in the record mode.)
Track On/Off setting
Tempo setting (The tempo cannot be changed while in the record mode.)
Song Volume setting
Reverb On/Off setting

NOTE: MIDI data cannot be recorded to memory.

RECORD

Prepare to Record
Select your desired setting for tempo, reverb, track, drum kit, and song.

Start Recording
Press the [RECORD] button. The recording light will start flashing. Press the [START/STOP] button. The recording light will stop flashing and the recording starts. The recording also starts once you strike a drum pad.
NOTE: When you start recording, the vocal metronome also begins but isn't recorded.
To stop the metronome, press the [METRONOME] button.



Stop Recording
To stop recording, press the [START/STOP] or [RECORD] buttons. The recording indicator will turn off.
When the memory becomes full, the recording stops automatically and "FL" will appear on the display.

PLAYBACK

The recorded song can be played back by pressing the [PLAY/STOP] button. To stop playback, press [PLAY/STOP] again.

NOTE: When you record a new song, it replaces the previous recording. The last recorded song is stored in memory even when the SDMK4 is turned off.

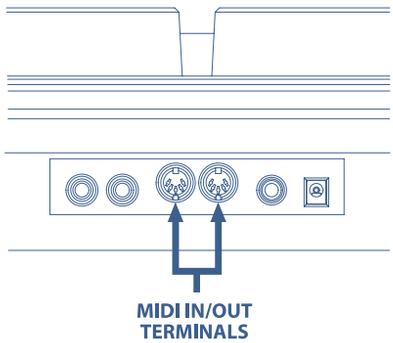
MIDI

The SDMK4 offers broadened musical possibilities through the use of MIDI.

WHAT IS MIDI ?

MIDI stands for Musical Instrument Digital Interface. MIDI is a world-wide standard that makes it possible for various electronic musical instruments (and other devices, such as computers) to communicate with each other. For example, by connecting a MIDI tone generator to the SDMK4's MIDI OUT terminal, you can play the tone generator's voices from the SDMK4's pads and pedals.

The SDMK4 is equipped with two types of MIDI jacks, both are located on the rear panel.

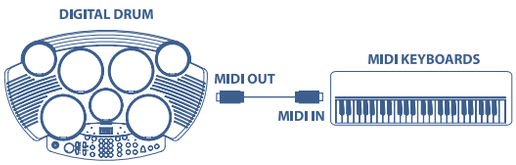


MIDI IN
Data transmitted from other MIDI instruments via MIDI cable is received at this jack.

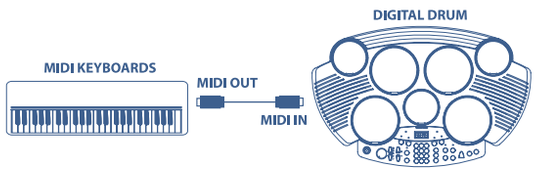
MIDI OUT
Data produced by the SDMK4 is transmitted to other MIDI instruments via MIDI cable from this jack.

THINGS YOU CAN DO WITH MIDI

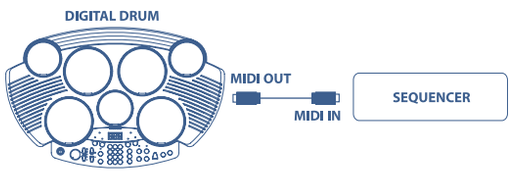
Connect the SDMK4's MIDI OUT jack to a MIDI keyboard's MIDI IN jack. This setup allows you to use the SDMK4's pads to control another MIDI instrument.



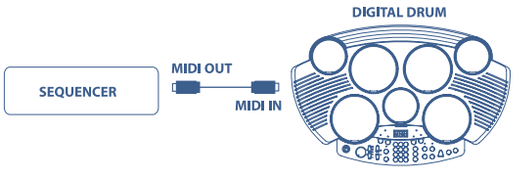
Connect the SDMK4's MIDI IN jack to a MIDI keyboard's MIDI OUT terminal. In this setup, the SDMK4 can be used as a tone generator and its voices can be played from a MIDI keyboard. Using a keyboard as a controller, it is possible to play drum voices that are not currently assigned to the SDMK4's pads/pedals.



Connect the SDMK4's MIDI OUT jack to a MIDI sequencer's MIDI IN terminal. Data produce by the SDMK4 can be recorded to a MIDI sequencer.



Connect the SDMK4's MIDI IN jack to a MIDI sequencer's MIDI OUT terminal. The sequencer's data can be used to drive the SDMK4's sound.



DRUM VOICE LIST

Pad Assign #	Percussion
1	Kick Drum 2
2	Kick Drum 1
3	Power Kick
4	Electronic Bass Drum
5	808 Bass Drum
6	Snare Drum 1
7	Snare Drum 2
8	Gated Snare Drum
9	Electronic Snare Drum Low
10	Electronic Snare Drum High
11	808 Snare Drum
12	Brush Tap
13	Brush Swirl
14	Side Stick
15	Sticks
16	High Tom
17	High Mid Tom
18	Low Mid Tom
19	Low Tom
20	High Floor Tom
21	Low Floor Tom
22	Rock High Tom 1
23	Rock High Tom 2
24	Rock Mid Tom 1
25	Rock Mid Tom 2
26	Rock Low Tom 1
27	Rock Low Tom 2
28	Electronic High Tom 1
29	Electronic High Tom 2
30	Electronic Mid Tom 1
31	Electronic Mid Tom 2
32	Electronic Low Tom 1
33	Electronic Low Tom 2
34	808 High Tom 1
35	808 High Tom 2
36	808 Mid Tom 1
37	808 Mid Tom 2
38	808 Low Tom 1
39	808 Low Tom 2
40	*Hi-Hat Open/Closed
41	Crash Cymbal 1
42	Crash Cymbal 2
43	Ride Cymbal
44	Ride Bell
45	Chinese Cymbal
46	Splash Cymbal
47	Vibra-slap
48	Hand Clap
49	Tambourine
50	Cowbell
51	808 Cowbell
52	Mute High Conga
53	Open High Conga
54	Low Conga
55	High Bongo
56	Low Bongo
57	High Timbale
58	Low Timbale
59	High Agogo
60	Low Agogo
61	Cabasa
62	Shaker
63	Claves
64	Mute Triangle
65	Open Triangle
66	Short Guiro
67	Long Guiro
68	Mute Cuica
69	Open Cuica
70	Mute Surdo
71	Open Surdo
72	Maracas
73	High-Q
74	Slap
75	Scratch Pull
76	Scratch Push

* Voices can be controlled with a pad and foot pedal as follows:

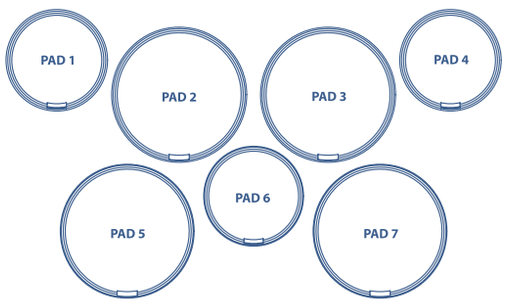
- Strike the pad while pressing the Foot Pedal, the “Closed” Hi-Hat voice will sound.
- Strike the pad without pressing the Foot Pedal, the “Open” Hi-Hat voice will sound.
- Press the Foot Pedal without striking the pad, the Hi-Hat “Pedal” voice will sound.

SIMMONS

DRUM KIT LIST

#	Kit Name	Pad 1	Pad 2	Pad 3	Pad 4
001	Standard 1	41 Crash Cymbal 1	16 High Tom 1	18 Mid Tom 1	43 Ride Cymbal
002	Standard 2	40 HH Open/Closed	17 High Tom 2	19 Mid Tom 2	41 Crash Cymbal 1
003	Standard 3	41 Crash Cymbal 1	16 High Tom 1	18 Mid Tom 1	50 Cowbell
004	Standard 4	40 HH Open/Close	16 High Tom 1	18 Mid Tom 1	41 Crash Cymbal 1
005	Standard 5	41 Crash Cymbal 1	17 High Tom 2	19 Mid Tom 2	50 Cowbell
006	Standard 6	46 Splash Cymbal	17 High Tom 2	19 Mid Tom 2	49 Tambourine
007	Standard 7	40 HH Open/Close	16 High Tom 1	18 Mid Tom 1	43 Ride Cymbal
008	Standard 8	40 HH Open/Close	14 Side Stick	18 Mid Tom 1	44 Ride Bell
009	Rock	41 Crash Cymbal 1	22 Rock High Tom 1	24 Rock Mid Tom 1	49 Tambourine
010	Heavy Metal	41 Crash Cymbal 1	23 Rock High Tom 2	25 Rock Mid Tom 2	50 Cowbell
011	Dance 1	40 HH Open/Close	28 Electronic High Tom 1	30 Electronic Mid Tom 1	46 Splash Cymbal
012	Dance 2	45 Chinese Cymbal	29 Electronic High Tom 2	31 Electronic Mid Tom 2	73 High-Q
013	Samba Perc.	68 Mute Cuica	59 High Agogo	60 Low Agogo	69 Open Cuica
014	Timbales	41 Crash Cymbal 1	46 Splash Cymbal	72 Maracas	7 Snare Drum High
015	Conga	55 High Bongo	52 Mute High Conga	53 Open High Conga	56 Low Bongo
016	808	42 Crash Cymbal 2	34 808 High Tom 1	36 808 Mid Tom 1	51 808 Cowbell
017	Brush	43 Ride Cymbal	17 High Tom 2	19 Mid Tom 2	41 Crash Cymbal 1
018	Jazz	40 HH Open/Close	16 High Tom 1	18 Mid Tom 1	43 Ride Cymbal
019	Ballad Perc.	62 Shaker	63 Claves	49 Tambourine	61 Cabasa
020	Cymbal	40 HH Open/Close	41 Crash Cymbal 1	43 Ride Cymbal	44 Ride Bell

Pad 5	Pad 6	Pad 7	Pedal 1	Pedal 2
7 Snare Drum High	40 HH Open/Close	20 Low Tom 1	40 HH Pedal	1 Bass Drum Low
6 Snare Drum Low	50 Cowbell	21 Low Tom 2	40 HH Pedal	1 Bass Drum Low
7 Snare Drum High	40 HH Open/Close	20 Low Tom 1	40 HH Pedal	2 Bass Drum High
7 Snare Drum High	14 Side Stick	20 Low Tom 1	40 HH Pedal	1 Bass Drum Low
7 Snare Drum High	40 HH Open/Close	21 Low Tom 2	40 HH Pedal	1 Bass Drum Low
7 Snare Drum High	40 HH Open/Close	21 Low Tom 2	40 HH Pedal	1 Bass Drum Low
6 Snare Drum Low	41 Crash Cymbal 1	20 Low Tom 1	40 HH Pedal	1 Bass Drum Low
6 Snare Drum Low	41 Crash Cymbal 1	20 Low Tom 1	40 HH Pedal	1 Bass Drum Low
7 Snare Drum High	40 HH Open/Close	26 Rock Low Tom 1	40 HH Pedal	2 Bass Drum High
8 Gated Snare Drum	40 HH Open/Close	27 Rock Low Tom 2	40 HH Pedal	3 Power Kick Bass Drum
10 Electronic Snare Drum High	48 Hand Clap	32 Electronic Low Tom 1	40 HH Pedal	4 Electronic Bass Drum
9 Electronic Snare	40 HH Open/Close	33 Electronic Low Tom 2	40 HH Pedal	4 Electronic Bass Drum
70 Drum Low Mute Surdo	61 Cabasa	71 Open Surdo	49 Tambourine	50 Cowbell
58 Low Timbale	50 Cowbell	57 High Timbale	63 Claves	1 Bass Drum Low
7 Snare Drum High	58 Low Timbale	54 Low Conga	50 Cowbell	1 Bass Drum Low
11 808 Snare Drum	40 HH Open/Close	38 808 Low Tom 1	40 HH Pedal	5 808 Bass Drum
12 Brush Tap	40 HH Open/Close	14 Side Stick	40 HH Pedal	1 Bass Drum Low
13 Brush Swirl	62 Shaker	20 Low Tom 1	40 HH Pedal	1 Bass Drum Low
64 Mute Triangle	46 Splash Cymbal	65 Open Triangle	74 Slap	50 Cowbell
7 Snare Drum High	46 Splash Cymbal	45 Chinese Cymbal	40 HH Pedal	1 Bass Drum Low



SONG LIST

#	Song Name
	8 Beat
00	8 Beat 1
01	8 Beat 2
02	8 Beat 3
03	8 Beat 4
04	8 Beat 5
05	8 Beat Ballad 1
06	8 Beat Ballad 2
07	8 Beat Ballad 3
08	Soft Rock
09	Rock 1
10	Rock 2
11	Rock 3
12	Rock 4
13	Rock 5
14	Hard Rock 1
15	Hard Rock 2
	16 Beat
16	16 Beat 1
17	16 Beat 2
18	16 Beat 3
19	16 Beat 4
20	16 Beat 5
21	16 Beat 6
22	16 Beat 7
23	16 Beat Ballad 1
24	16 Beat Ballad 2
25	16 Beat Ballad 3
26	16 Beat Ballad 4
27	16 Beat Ballad 5
28	16 Beat Funk 1
29	16 Beat Funk 2

#	Song Name
	Dance
30	Dance 1
31	Dance 2
32	Dance 3
33	Dance 4
34	Dance 5
35	Dance 6
	Rap
36	Rap 1
37	Rap 2
38	Rap 3
	Bounce
39	Bounce 1
40	Bounce 2
41	Bounce 3
	Shuffle
42	Shuffle 1
43	Shuffle 2
44	Shuffle 3
45	Shuffle 4
46	Shuffle 5
47	Shuffle 6
48	Shuffle 7
	Slow Rock
49	Slow Rock 1
50	Slow Rock 2
51	Slow Rock 3
52	Slow Rock 4

#	Song Name
	Latin
53	Reggae 1
54	Reggae 2
55	Bossa Nova 1
56	Bossa Nova 2
57	Samba
58	Salsa
59	Latin Rock
60	Cha-Cha
61	Mambo
62	Rhumba 1
63	Rhumba 2
64	Afro Cuban
65	Tango
	Swing
66	Swing 1
67	Swing 2
68	Swing 3
	Others
69	Waltz
70	3/4 Ballad
71	Swing Blues
72	Blues
73	March 1
74	March 2
75	R&B
76	Hip-Hop
77	Funk
78	Country
79	Big Band

#	Song Name
	8 Beat
80	8 Beat 1
81	8 Beat 2
82	Ballad
83	Hard Rock 1
84	Hard Rock 2
85	Hard Rock 3
86	Pop Dance 1
87	Pop Dance 2
88	R&B
	16 Beat
89	16 Beat
90	Fusion
	Funk
91	Funk 1
92	Funk 2
	Shuffle
93	Shuffle 1
94	Shuffle 2
95	16 Beat Shuffle
96	16 Beat Triplet
	Others
97	Reggae
98	Bossa Nova
99	Big Band

Song Number 00-79: Loop Type (Short)
Song Number 80-99: Sequence Type (Long)

SPECIFICATIONS

Model	SDMK4
Pads:	7 Touch Sensitive Drum Pads
Drum Voices:	76 PCM Drum Voices
Drum Kits:	20 Preset + 1 Custom
Songs:	100
Demo Song:	1
Panel Controls:	Power On/Off, Master Volume, Song Volume, Tempo, Start/Stop, Tap Start, Numeric Keys, Song, Pad Assign, Kits, Learning, Super Bass, Record, Play/Stop, Metronome, Reverb, Demo, Track (Drum1/Drum2/Bass/Chord)
Connectors:	Pedal 1 & Pedal 2 MIDI In/Out Phones/Output
Power Source:	Six “C” size batteries DC 12V adapter, 2200mA, center negative type
Dimensions:	23.6”(W) X 15”(D) X 5”(H)
Weight:	7.27 lbs (without batteries)

MIDI IMPLEMENTATION CHART

	Function	Transmitted	Recognized	Remarks
Basic	Default	10	1–16	
Channel	Changed	X	X	
	Default	X	3	
Mode	Message	X	3	
	Alerted	**********	X	
Note		1–76	0-127	
Number:	True voice	**********	0-127	
Velocity	Note on	0	0	
	Note off	X	X	
After	Key's	X	X	
Touch	Channel's	X	X	
Pitch Bend		X	0	
Control	0	0	0	Bank Select
Change	1	X	0	Modulation
	7	X	0	Volume
	10	X	0	Pan
	11	X	0	Expression
	64	X	0	Sustain Pedal
	66	X	0	Sostenuto Pedal
	67	X	0	Soft Pedal
	80	X	0	Reverb Program
	81	X	0	Chorus Program
	91	X	0	Reverb Level
	93	X	0	Chorus Level
	120	X	0	ALL SOUND OFF
	121	X	0	Reset all Controllers
	123	X	0	All notes off
Program		0	0	
Change: true		**********	0-127	
System	Exclusive	X	X	
System	: Song Position	X	X	
	: Song Select	X	X	
Common	: Tune	X	X	
System	: Clock	X	X	
Real Time	: Commands	X	X	
Aux	: Local ON/OFF	X	X	
	: All Notes OFF	X	0	
Message	: Active Sense	X	0	
	: Reset	X	0	

Mode 1: OMNI ON, POLY
Mode 2: OMNI ON, MONO
0: YES
Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO
X: NO

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